

# REBOOT!

"Wizards, Warriors, and a Word From Our Sponsor"

(21-MINUTE SCRIPT)

(9410)

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REBOOT!

"Wizards, Warriors, and a Word From our Sponsor"  
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CAST LISTREGULARS

BOB  
DOT  
ENZO  
MIKE THE TV

GUESTS

THE USER'S TEAM	A Warrior, a Thief, a Wizard, and an Elf.
GIANT EYEBALL	Very bloodshot with tendrils out the top
GREEK ARMOR	4 suits of Greek Armor that come to life.
SKULLTIPEDA	A giant centipede with a skull head
SHADOW MONSTER	A scary shadow on a wall comes to life.
MIRROR ENEMIES	Evil mirror twins of Bob, Dot, Enzo, and Mike.



REBOOT!

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ACT I

FADE IN:

INT. BOB'S APARTMENT - ANGLE ON BOB'S FRONT DOOR

The lights are all off. It's dark. It's quiet. Slowly,  
Bob's door swings open filling the room with soft light.  
ENZO SFX: KNOCKS on the door as he LEANS I.S.

ENZO  
Hello? Bob?

DOT's head now POPS I.S. above Enzo's.

DOT  
Maybe he's still asleep.

ENZO  
Not this late. Bob?

They enter, HEADING O.S.

ENZO AND DOT - IN BOB'S LIVING ROOM

It is dark and silent. TRACK WITH them as they look around  
the room for Bob.

ENZO (VO)  
(quietly, to the room)  
Bob?  
(then to Dot)  
Where is he?

TRACKING STOPS when they halt and notice BOB hiding in the  
shadows -- just crouched there behind a piece of furniture.  
Dot and Enzo look at Bob in shock:

DOT  
Bob??!

Bob frantically waves at them to leave.

BOB  
(whispering, worried)  
Ssshhhh! Go away! You'll give away  
my hiding place!



DOT AND ENZO

share a puzzled glance, then turn back towards Bob.

ENZO  
(trying to be nice)  
Bob? Are you feeling alright?

TRIO

as Bob pulls them down behind the Mainframe-style furniture.

BOB  
(frantic whispers)  
Quiet. Get down. Get down.

TIGHTER

DOT  
(growing concern)  
What is it? Viral binomes? A  
roaming tear?

ENZO  
(more growing panic)  
Is it Megabyte? Hexadecimal?

Bob looks around furtively.

BOB  
Worse...much worse...oh no! He's  
coming!

A LOW ANGLE POV - THROUGH BOB'S APARTMENT

as it cruises dramatically towards their hiding spot. SPOOKY  
MUSIC THUMPS OMINOUSLY A LA "JAWS". POV cruises up to the  
sofa and over the top REVEALING the group's terrified faces  
illuminated by a strange BLUE LIGHT...

GROUP  
Aaaggghhh!!!

REVERSE ANGLE

REVEALS that it's MIKE THE TV! His screen flashes to life  
with the image of a WIERD BAZOOKA-SIZED CONTRAPTION rotating  
quickly.



MIKE THE TV  
 (hyperactive radio DJ)  
 Slices! Dices! Cuts! Copies!  
 Pastes! And even formats Julianne  
 fries! But wait! There's more!

FULL SHOT

Bob covers his ears.

MIKE THE TV  
 Act now and we'll port you the handy  
 Log-O-Matic absolutely free for only  
 ninety nine ninety nine ninety  
 nine!!!

Bob rises to his feet -- backs into a corner.

BOB  
 No! No! No!

Mike hops after him, his screen flashing.

MIKE THE TV  
 Fun for the kids! Makes a great  
 gift for Dad! It's Bucket-O-  
 Nothing!

CU - BOB'S CRINGING FACE

as it is illuminated by Mike's flashing picture tube.

MIKE THE TV (OS)  
 Surprise your friends! Amaze your  
 family! Annoy perfect strangers!  
 It's absolutely nothing! Free for  
 only ninety nine ninety nine ninety  
 nine!!

Bob grabs his head.

BOB  
 Agh! Mike! For the hundred and  
 twenty eighth time! Stop!

FAVOR DOT AND ENZO

They grimace, holding their ears as well.

ENZO  
 Can't we just turn him off?



FULL SHOT

as Bob slumps into a CHAIR.

BOB  
I can't, his remote control ran  
away.

DOT  
Can you blame it?

BOB  
Ohhh, my headache's coming back...

Mike LEAPS in front of Bob again.

CU - MIKE'S SCREEN

as a toothpaste-like tube full of PINK CREAM rotates way too  
fast.

MIKE THE TV  
Goodbye headaches! Hello  
Neuromatrixobuylotsofit cream! With  
special pain crystals to soothe that  
annoying throbbing and pounding!

BOB AND MIKE

as Mike leans in closer.

MIKE THE TV  
Pounding and throbbing!! THROBBING  
AND POUNDING!!!

FULL SHOT

as Bob LEAPS up.

BOB  
That's it! You're getting  
dismantled! Glitch! Screwdriver!

GLITCH TRANSFORMS into a LARGE SCREWDRIVER.

MIKE

A serious looking DOCTOR BINOME running on scratchy BLACK AND  
WHITE VIDEO appears on Mike's screen.

50'S DOCTOR  
Operate? Now? You can't be  
serious.



Mike LEAPS O.S. just as the screwdriver-equipped Bob DIVES I.S. missing him.

FULL ON ROOM

Suddenly, GAME ALARMS BLARE. Everybody freezes in mid-pose and looks upward.

COMPUTER VOICE (VO)  
Warning: Incoming Game. Warning:  
Incoming Game.

FAVOR DOT AND ENZO

Enzo smiles broad and pumps a fist.

ENZO  
Yesss!

Dot rolls her eyes.

DOT  
Noooo...

COFFEE TABLE

as Mike JUMPS I.S. onto Bob's coffee table and strikes a hammy SUPER-HERO pose.

MIKE THE TV  
Coming up next, three close friends  
get nullified in a dangerous Game  
cube with everybody's favorite  
appliance --  
(DUMB 50s SITCOM MUSIC PLAYS)  
-- Mike the TV!

Mike LEAPS O.S. A beat later, Bob runs THROUGH SHOT carrying the Screwdriver.

FULL - INCLUDE DOT AND ENZO - EXCLUDE BOB AND MIKE

as Bob's house PLANE WIPES into a DARK AND CREEPY FOREST. The doorway to Bob's BATHROOM changes into a SPOOKY CAVE ENTRANCE.

TIGHT ON GROUP

as Mike RUNS I.S. to hide behind Enzo. Bob FOLLOWS but Dot holds him back.

DOT  
Now Bob, just calm down.



ENZO  
 (looking O.S.)  
 Hey! Look!

Everyone looks O.S. where Enzo is pointing.

GROUP'S POV

as the USER'S group of FOUR CHARACTERS MATERIALIZES impressively next to them. The User's characters are identical in size and shape. Only their simple digital clothes and specific gear delineate them from each other. There is a WARRIOR with a SHIELD and SWORD, a WIZARD with a POINTED HAT and STAFF, an ELF with a BOW and QUIVER, and a THIEF with a POUCH and DAGGER.

FULL ON ENTRANCE

The four, a precision team, trot in unison into the cave mouth, their armor and weapons CLINKING loudly. They disappear O.S.

GROUP

staring o.s. in awe.

ENZO  
 Dude! Were those the Users?

DOT  
 Four of them?

Bob nods knowingly.

BOB  
 (to Dot and Enzo)  
 I'm afraid so. One user, four characters.  
 (looks around at surroundings)  
 I think I know this game -- "A Dungeon Deep". We have to race the User's team to the bottom level.

Dot looks resolute.

DOT  
 Alright then...

ON DOT

as she steps forward and strikes an athletic pose.



DOT

Reboot!

Dot transforms into a pointy capped WIZARD with a tall STAFF.

ON ENZO

as he steps forward proudly.

ENZO

Reboot!

Enzo transforms into an ELF with a BOW and QUIVER.

ON BOB

as he poses super-hero style.

BOB

Reboot!

Bob transforms into a THIEF with a SMALL, WIMPY MEDIEVAL DAGGER (unlike real cutlery, of course) and a BELT POUCH. He looks down at himself disappointedly.

BOB

What? A thief?! I'm not the warrior? I'm always the warrior.

Enzo and Dot WALK I.S. looking at Bob.

ENZO

Well if you're not our warrior, then who is?

Dot turns to look o.s.

DOT

Uh guys? I think we're in trouble.

Bob and Enzo look o.s. as well.

ZIP PAN TO:

THEIR POV - MIKE

who has Rebooted as the WARRIOR. He stands triumphantly, holding an IMMENSE SWORD over his head and an equally LARGE SHIELD on the other arm.

MIKE THE TV

Mike! The Mighty Warrior! Tonight at Eight!



Mike quivers under the weight of the sword and topples backward to the ground with a dusty THUD.

CU - BOB

BOB  
This is bad. Very bad.

FULL ON ROOM

as Mike gets up and struggles to lift his sword.

MIKE THE TV  
(Grunts)

The others watch in disbelief.

DOT  
I don't believe this. There must be something we can do.

Bob walks over to Mike.

ON BOB AND MIKE

as he bends and reaches for Mike's sword. His hand passes right through it.

BOB  
I knew it.

FULL SHOT

as Bob stands up.

BOB  
We're stuck like this. A thief can't use a warrior's weapon.

Enzo makes a grab for Dot's staff. His hand passes through it as well.

ENZO  
(realization)  
And an elf can't use a wizard's weapon.

BOB

BOB  
(sighs, resigned)  
Exactly. We're all stuck playing our roles.



A loud SCRAPE! SCRAPE! comes from o.s. Bob looks over.

BOB'S POV

as Mike drags his sword, SCRAPING, across the ground to the cave entrance.

MIKE THE TV  
What are you waiting for?! Enter  
now for your chance to win!

He stops and turns.

WIDER TO INCLUDE BOB, DOT, AND ENZO

They stare at Mike with worried expressions. Bob shakes his head.

BOB  
I don't think so, pal.

They all walk over to Mike. Dot puts a hand on Mike's back.

DOT  
Sorry, Mike, but why don't you just  
file yourself right here and let us  
worry about winning the game. Okay?

TIGHTER - MIKE AND ENZO

Enzo gives Mike a look over -- then nods.

ENZO  
Trust us. It's your only hope.

FULL ON ENTRANCE

Bob, Dot, and Enzo move off O.S., leaving Mike alone in the SHOT. Mike watches them sadly. PUSH IN as he slumps and his screen fills with a VIOLIN playing SAD MUSIC.

MIKE THE TV  
Shunned by his friends. Ignored by  
his loved ones. Abandoned by those  
he trusted the most. Learn the  
shocking REAL story behind Mike the  
TV.

CU ON GROUP AT THE CAVE ENTRANCE

as they stop and look O.S. over their shoulders at Mike. MORE SAD VIOLIN MUSIC PLAYS. Dot and Enzo turn and look at Bob with sad, "puppy" eyes. Bob looks back.



DOT  
Do you think...

BOB  
No.

ENZO  
But...

BOB  
No. Not. Never. Nein. No way...

WIPE TO:

INT. CAVE TUNNEL - ON PARTY - LATER

as he grimaces to the O.S. SCRAPE! SCRAPE! of Mike's sword dragging. ENLARGE SHOT TO INCLUDE both Bob and Mike as they walk through the dark, TORCH LIT tunnel.

BOB  
(over his shoulder)  
You can stay with us on one  
condition: Stay out of our way,  
okay?

MIKE THE TV  
Guaranteed to work behind the scenes  
so you don't have to! Out of sight  
or your money back!

Dot stops, noticing something o.s.

DOT (VO)  
What's that?

Bob looks o.s.

ANGLE ON A LARGE WOODEN DOOR

with a grotesque GARGOYLE HEAD in the center. The group walks I.S. and stares at the door.

BOB  
Now there's an unhappy camper.

Dot curls her nose.

DOT  
Ewww. Gives me the jaggies.

Enzo smiles and reaches out to touch it --



ENZO

Cool!

-- as soon as he does, it GLOWS. The three take a step back.

CU ON GARGOYLE

as it speaks:

GARGOYLE

(rhyming)

To win the Chalice, listen to me,  
One in all, all in one: that's the  
Key.

FULL SHOT

Dot puts a thoughtful hand to her chin. Enzo smiles.

ENZO

Major! Alphanumeric! Awesome!  
(beat, looks puzzled)  
What does it mean?

DOT

It's some kind of riddle. Maybe a  
clue.

CLOSER - DOOR

Bob steps forward and tries the door.

BOB

Or a trap. Let's find out.

It won't budge.

BOB

Ooof! It's stuck. Give me a hand.

Dot and Enzo ENTER SC. to join him in pushing.

BOB, DOT, ENZO

(exertion)

Still, the door holds fast.

ENZO

(straining)

Come on Mike. You too.



TIGHT - MIKE

as he brightens up.

MIKE THE TV  
Have no fear! I'll save you!

Mike TROTS O.S.

THE DOOR

as they push on the door. Mike RUNS I.S. As he joins them, the door POPS off it's hinges -- and they all plunge O.S. on top of it.

EVERYONE  
Aaaggghhhh!

CUT TO:

INT. DARK, STONE SLIDE - 3D POV RIDE - CONTINUOUS

The group hurtles down a wild, twisting, turning STONE SLIDE riding atop the wooden door like a toboggan.

EVERYONE  
Waaaahhh! Whoooooaa!

The slide ends with an abrupt drop-off. They GAIN O.S. into the darkness --

EVERYONE  
Aaaaahhh!

-- followed by an ECHOING SPLASH!

CUT TO:

INT. HALLWAY OF GOO - CONTINUOUS

The group lies sprawled on top of the wooden door which is now floating gently on a "river" of THICK, BLACK GOO. The goo flows slowly down a dank, stone HALLWAY. Small CELL WINDOWS punctuate the walls with an occasional SKELETON ARM sticking out. (NOTE that this dungeon is distinctly different in look and feel from the castle interiors in "Quick and the Fed".)

PRISONERS (OS)  
(mournful moans and groans)

The foursome rise to their feet. Enzo scowls at Mike.



ENZO  
(sarcastic)  
Thanks, Mike.

Bob looks around, nodding in mock, sarcastic approval.

BOB  
Nice. Cozy. Cheerful.

CU ON DOT - SLOW TRACKING

as she picks up her WIZARD HAT that sits upright on the door  
-- numerous MAGIC OBJECTS spill out of it: PLAYING CARDS, A  
CRYSTAL BALL, A ROLLED UP MAP, etc.

FULL SHOT - GROUP ON DOOR - SLOW TRACKING

as she scrambles to pick them up and shove them back in the  
hat.

DOT  
Whoops.

CU ON THE HAT - SLOW TRACKING

as Dot is about to shove the Map back in. She stops.

DOT (VO)  
Hey. A map.

WAIST SHOT - GROUP - SLOW TRACKING

as Dot unfurls the map. The others lean in for a look.

DOT  
Look. It shows us all the levels  
AND our positions.

CU ON THE MAP - BG SLOW TRACKING

We see TWO BLINKING LIGHTS on the ancient parchment map. Dot  
points to a RED one-

DOT (VO)  
There. That must be the User's team  
up ahead.

She points to a GREEN one-

DOT (VO)  
And this must be us. Here.

FULL SHOT - GROUP - SLOW TRACKING



DOT  
Interesting...

Bob and Enzo look up worriedly at the passing cell windows.

PRISONERS (OS)  
(Scary MOANS and GROANS)

Bob and Enzo react to a pair of MOURNFUL GLOWING EYES that appear in a window as it moves through the SHOT. Mike steps behind Bob.

ENZO  
So where exactly are we?

BOB  
Yeah.

TIGHT ON DOT - SLOW TRACKING

The cheerful Dot eagerly checks her handy map.

DOT  
(cheerily)  
Let's see. According to this, we're travelling down the "Hopeless River of Eternal Imprisonment". The final resting place of all those who fail to win the Chalice.

TIGHT ON GROUP - SLOW TRACKING

BOB  
Nice. And where are we headed?

CU ON DOT - SLOW TRACKING GROWING FASTER AND FASTER  
as she happily studies the map.

DOT  
Well, it looks like someplace called..."The Vicious Pit of Total Oblivion".

Dot's smile vanishes as she realizes what she just said.  
SFX: O.S. ROARING WATERFALL!

GROUP'S POV - TRACKING GROWING FASTER YET

as they round a corner and the river of goo drops off into darkness.



TIGHT ON GROUP - FAST TRACKING

as they REACT.

EVERYONE  
Waaagggghh!

They and their raft-door DROP O.S.

A DRAMATIC DOWN ANGLE

as the huge wooden door tumbles upside down and disappears into the darkness of the deep PIT. There is a BRIEF BEAT, then we hear an HORRENDOUS CRASHING -- followed by DISGUSTING EATING NOISES -- then, a tiny, echoing BURP (all O.S.).

CAMERA TILTS UP

to reveal Bob hanging precariously on the edge of another tunnel opposite the "waterfall" (actually more of a "goo-flow" really). Dot is hanging onto Bob, Enzo is hanging onto Dot, and Mike is hanging onto Enzo.

MIKE THE TV  
Will Bob's strength hold out? Will  
our heroes be dashed into the pit of  
horror?

CLOSER - FAVOR MIKE - INCLUDE DOT

MIKE THE TV  
Tune in next time for another  
exciting episode of "That Darn  
Dungeon"! Brought to you by...!

Dot scowls.

DOT  
(snaps)  
Mike!  
(trying to calm herself)  
Would you just climb up!

Mike starts to climb over Enzo.

CU - BOB'S HEAD

Bob grimaces as Mike's FOOT drops I.S. and pushes on his head. Mike's foot disappears O.S. Then Enzo's foot repeats the process. Then, Dot's. Bob scowls upward.

BOB  
(quiet grunts, oofs, ouches)



FULL SHOT

as Dot examines the map and Enzo and Mike examine the tunnel.  
Bob crawls with much effort over the top and flops,  
exhausted, on the stone floor.

BOB  
(straining to pull himself up, then  
big EXHAUSTED SIGH)

DOT  
Alright, let's get going. This way.  
(glancing at Bob)  
Bob. This is no time for a nap.

The group HEADS O.S.

CLOSER - BOB

as he GLARES AT CAMERA -- before MOVING O.S.

CUT TO:

INT. TUNNEL - TRACKING WITH GROUP - LATER

The foursome cautiously sidle their way along another TORCH-LIT tunnel. DRAMATIC MUSIC BUILDS -- AND BUILDS. Bob is at the head, he comes to a corner and is about to peer around it. THE MUSIC IS NOW DEAFENING. Suddenly, they all turn around:

BOB, ENZO, DOT  
Mike!!!

THE MUSIC (coming from Mike) STOPS INSTANTLY.

CU ON MIKE

as he smiles sheepishly.

CUT TO:

INT. TUNNEL - REVERSE ANGLE ON CORNER - CONTINUOUS

as Bob looks I.S. around it.

BOB  
(disappointed)  
It's just more doors.

PULL OUT as they walk around the corner and are confronted by  
FOUR WOODEN DOORS with accompanying GARGOYLE heads.



CU ON MIKE

as he LEAPS into the center of the room. GAME SHOW MUSIC  
DRIBBLES ON in the BG.

MIKE THE TV  
Which door will lead them to the  
next level?! Is it door number one,  
door number two, door number three,  
or door number four?!

FULL ON GROUP

Each of them walks in front of a door and examines it. Enzo  
points at his with a confident smile.

ENZO  
I think it's this one!

Dot holds out both hands.

DOT  
Wait, let's stop and think about  
this first.

BOB  
Look, the only way to figure it out  
is to try one.

Bob reaches out and touches the Gargoyle of the door he's in  
front of.

CU ON GARGOYLE

GARGOYLE  
Aaaaagghhh!!

ANGLE ON BOB

BOB  
What do you suppose that means?

Bob reaches for the door knob, while the others lean I.S. for  
a look. Bob swings the door open. (WE NEVER ACTUALLY SEE  
INSIDE THE ROOM.)

ROOM'S POV OF GROUP

everyone looks directly I.S. Their faces are lit wildly:

EVERYONE  
Aaaaagghhh!!



Bob SLAMS the door shut.

FULL SHOT

as Bob leans against the door, panting.

BOB  
(panting, sorry he asked)  
Oh. That's what...

ANGLE ON DOT

DOT  
Why don't we try THAT one?!

She points with her STAFF as she says the word "that": a BOLT OF LIGHTENING SHOOTs out of it and O.S.

ANGLE ON DOT'S DOOR

as the Bolt strikes it and it EXPLODES into a flaming heap of RUBBLE. BRICKS and STONES fall and block the doorway.

FULL SHOT

as the group gapes.

BOB  
Great Dot. What if that was our  
only way out?

TRACKING WITH ENZO

as he walks over to his door.

ENZO  
Don't worry. THIS is the door that  
will access us to the next --

He swings the door open and freezes in mid-sentence because a GIGANTIC BLOODSHOT EYEBALL WITH TENTACLES is floating in the doorway. Enzo swallows hard.

ENZO  
(faintly)  
(swallows, then:) -- level?

SLAM! He shuts the door. It begins to BULGE and CREAK outward. FRIGHTENING SLOBBERING SOUNDS can be heard from the other side. Enzo ZIPS O.S.

THE EYEBALL  
(FRIGHTENING SLOBBERING SOUNDS)



ENZO  
Backspace for it!

ANGLE ON MIKE

as he pulls open his door and waves the others through. One by one, they ZIP through the SHOT and down the stone steps behind the door.

MIKE THE TV  
Step right up! Step right up!  
Don't be late for the next level!

[SFX: O.S. CRASHING NOISES, SLOBBERING] Mike looks O.S. with alarm, then directly I.S.

MIKE THE TV  
Th-Th-Th-Th-That's all folks!

He ZIPS down the stairs and SLAMS the door behind him.

CUT TO:

INT. DUNGEON TUNNEL - LEVEL 2 - CONTINUOUS

The gang breathes heavily at the base of the stairway. On either side of the stairs are TWO SUITS OF GREEK ARMOR. The tunnel here branches into several directions.

ENZO  
(panting)  
That was a close one!

DOT  
(panting)  
Oh no. We didn't get a chance to  
hear the riddle for this level.

FAVOR BOB AND DOT

BOB  
(panting, sarcastic)  
Oh sure. That solved ALL our  
problems last time.

Dot puts her hands on her hips and faces Bob.

DOT  
(getting annoyed, heating up)  
If we could figure out those riddles  
it would probably make it a lot  
easier for us -- Bob.



Enzo steps in between them.

ENZO  
(AHM) Would you two grow up. Now,  
which way do we go?

DOT

as she reluctantly studies the map.

DOT  
This way.

FULL SHOT

as Dot leads them down one of the tunnel branches. Bob is last in line. He makes a grab for one of the SWORDS of the Armor Suits. His hand PASSES THROUGH it.

BOB  
(sighs) This game's beginning to  
get on my neural matrix.

Bob walks O.S. PUSH IN ON the suits of Armor as their heads swivel after Bob. MUSIC STINGS. The Armor step off the wall and follow Bob O.S.

FULL ON GROUP

as they move cautiously down the tunnel. We hear O.S. CLANKING sounds.

BOB  
Mike! Cut it out!

The others turn and glare at Mike.

CU ON MIKE

as he shrugs "wasn't me".

WIDE ON GROUP

DOT  
That wasn't you?

Mike shakes his head. The others exchange looks.

DOT  
Well if that wasn't you, then...

They all TAKE as the two suits of Armor LEAP I.S. from the shadows.



DOT/BOB/ENZO/MIKE  
AUUGGGHHH!!

CLOSER - FAVOR BOB

as he heroically jumps to the forefront. He reaches dramatically for his belt scabbard.

BOB  
(with feeling)  
Prepare to taste the blade of my...

He pulls out his dinky, medieval thief's DAGGER and holds it before him.

BOB  
(realizing)  
...butter knife.

WIDER - ON BOB - TO INCLUDE ARMOR

as Bob looks up at them, smiling nervously.

BOB  
Don't you just HATE when that happens?

The Suits look at one another. A BRIEF BEAT. Then they leap into attack, swinging their ornate and exotic GREEK SHORT SWORDS. Bob parries desperately. CLANG! CLANG!

ON THE OTHERS

as they hide behind Mike's immense shield.

BOB (OS)  
Do something!

Dot leaps up.

DOT  
Abaracawhatchamacallit!

She points her staff and another LIGHTENING BOLT shoots O.S.

CU - BOB

as he looks over his shoulder. He TAKES.

BOB AND ARMOR

as Bob ducks at the last second. The BOLT WHIZZES past him and hits the Armor, EXPLODING in a ball of flame.



ON ARMOR

as the smoke clears...there are now FOUR OF THEM.

MIKE THE TV (OS)

But wait! There's more! Two for  
the price of one!

DOT

DOT

Oops.

FULL ON SCENE

as Bob backs away from the Armor, moving back toward his  
friends. The Armor follows, cornering our heroes.

BOB

Nice going, Merlin.

GROUP'S POV - THE ARMOR

The four suits of Armor march slowly, but menacingly, TOWARD  
CAMERA. MUSIC STINGS as we...

FADE OUT:

END ACT I

ACT II

FADE IN:

INT. DUNGEON TUNNEL - LEVEL 2 - ON BOB

Bob fights the four Suits of Armor double-time.

MIKE THE TV (OS)

He dodges! He parries! He thrusts!

ON THE OTHERS

as they hide behind Mike's shield again.

MIKE THE TV

With lightening reflexes Bob keeps  
the slaving hordes at bay! But,  
ladies and gentlemen, FOR HOW LONG?!  
For how lommmphhm--!!



Dot puts her hand over Mike's speaker-mouth. Enzo suddenly stands.

ENZO  
Thanks, sis. Now it's my turn.  
(to Dot)  
Watch and learn.

ON ENZO

as he draws an ARROW from his QUIVER. It has a BOOMERANG shaped head on the end of it. He fires it O.S. towards the Armor. A BRIEF BEAT. Then, he TAKES and ducks as the Arrow ZOOMS back I.S. and over his head.

WIDER TO INCLUDE DOT

DOT  
Very impressive.

ENZO  
Very funny.

ON ENZO

He recovers and draws another ARROW with determination. It has a CLOWN'S FACE on the end of it. He looks at it, then AT CAMERA. He throws it over his shoulder and chooses another one. It is extremely SMALL. He fires it. It ZIPS from his bow O.S.

FULL SHOT

as the Arrow RICOCHETS rapidly around the tunnel. [SFX: PING! PING! PING!]

ON ENZO

as he dives behind the shield again. Dot and Enzo cringe as the Arrow PINGS! repeatedly against the shield. Suddenly, all is quiet. Dot and Enzo slowly peer over the shield.

DOT AND ENZO'S POV

in the middle of the tunnel is a HEAP OF ARMOR.

ENZO (OS)  
Bob?

BEAT. The Armor rustles. Then, Bob BURSTS out from under it, looking groggy.



DOT AND ENZO

slump with relief.

DOT AND ENZO  
(sigh with relief)

ON BOB

BOB  
I don't know who's going to quitfile  
me first, the forces of Evil -- or  
my best friends!

DISSOLVE TO:

INT. DUNGEON - FOREST MAZE - CU - ANOTHER GARGOYLE - LATER

as Enzo's hand reaches I.S. and touches it. His hand  
withdraws quickly. It speaks:

GARGOYLE  
To pass the Forest Maze, you must  
all agree -- When the walls close  
in, think: Harmony.

FULL SHOT

as the group stands in front of a large ARCHED DOORWAY.

BOB  
This guy's really starting to bother  
me.

Bob turns the knob and pushes the door open. Everyone looks  
in.

EVERYONE  
Ooooooh!

CAMERA TILTS BEHIND THEM to reveal a beautiful, GREEN HEDGE-  
LIKE MAZE (shades of "Edward Scissorhands") in an immense  
room. They enter. CAMERA PUSHES IN over their shoulders as  
INNOCUOUS "FAIRYLAND" MUSIC PLAYS.

TRACKING WITH GROUP

as they walk under a large HEDGE ARCHWAY. On either side of  
the path are HEDGE SCULPTURES of various animals (SWANS,  
HIPPOS, BEARS, etc.). The hedges are beautiful but are  
covered in SPIKES. They are all entranced by the scene.



ENZO  
Megabinary! Look at this place!

The Group stops at the mouth of the Maze. It branches off into FOUR "AISLES."

CENTER ON DOT - INCLUDE OTHERS

as Dot looks at the map, Enzo and Bob WALK O.S., disappearing down two separate aisles. Mike stands next to Dot

DOT  
The maze isn't on the map. Wait,  
you guys, I think we should figure  
out the riddle first.

ANGLE OUT ACROSS THE MAZE - SLOW PAN

We hear them, but we do not see them.

BOB (OS-DISTANT)  
(shouting across the room)  
Come on, Dot. By the time you've  
figured out the riddle we could have  
explored the whole Maze.

ENZO (OS-DISTANT)  
(shouting across the room)  
Yeah, just pick a hallway. Don't be  
such a slow-poke.

ON DOT AND MIKE

Dot scowls --

DOT  
Slow-poke?

-- then points a parental finger at Mike.

DOT  
Mike? Stay.

Dot STOMPS O.S. with confidence while Mike -- now alone -- looks forlornly after her.

DOT (OS)  
(to the distant Enzo)  
I'll show you who's slow!

Dot STOMPS O.S. with confidence while Mike looks forlornly after her.



MIKE T.V  
 (sad, feeling sorry)  
 He's pulling up the rear. He's out  
 of everybody's way. He's  
 everybody's favorite appliance --  
 (SAD 50s SITCOM MUSIC PLAYS)  
 -- Mike the TV.

The BG hedge, without Mike noticing, suddenly GROWS a little  
 bit then stops. MUSIC STINGS.

DOT - DOWN SOME AISLE

She holds the map out in front of her and comes to a stop.

DOT  
 Uh, guys? Did you see that?!

BOB (OS-DISTANT)  
 Yes! I may be stubborn, but I'm not  
 basic!

Dot drops the map to her side in frustration.

DOT  
 This is useless! I'm just going  
 in circles!

As she says this, the HEDGE GROWS ANOTHER "NOTCH". Dot  
 reacts. STINGS.

DOT  
 There! It did it again!

ENZO - DOWN ANOTHER AISLE

He looks around fearfully.

ENZO  
 Dot? I'm scared.

The HEDGE GROWS another notch. The passage becomes narrower.  
 Enzo freaks and SPRINTS O.S. down another hallway.

ENZO  
 Bob?! Dot?! What's happening?!

The HEDGE GROWS again. It is now about as wide as Enzo is.

CUT TO:



INT. FOREST MAZE - THE CENTRAL HUB - CONTINUOUS

All aisles converge on a central COURTYARD with a small GAZEBO-LIKE structure. The Hedge seems to source from this central section.

EVERYONE (OS)  
Heeeeelp!

All at once Bob, Dot, and Enzo burst into the courtyard from their respective tunnels, just as the Hedge GROWS and seals them up.

ON GROUP

as they stand back to back, facing the circled Hedge.

DOT  
What are we going to do?!

BOB  
It's growing faster!

ENZO  
We're doomed!

The all JUMP IN FEAR as they realize MIKE is standing right behind them:

BOB/DOT/ENZO  
AAAHH!!

MIKE THE TV  
No matter where they ran, no matter  
where they turned, there was  
simply...

BAD B-MOVIE MUSIC STINGS.

MIKE THE TV  
(heavy, booming echo)  
Nooo waaaay out!!  
(cheerily)  
And now, a word from our sponsor.

FAVOR BOB AND DOT

BOB  
Logoff, Mike!  
(turns to Dot)  
Dot, what does the map say?!

Dot frantically scans the map.



DOT  
Nothing! I told you the maze isn't  
on the map! There's nothing!

FULL ON GROUP

ENZO  
That's not even funny!

The HEDGE advances toward them as Mike channels another  
scratchy BW CLIP -- this time a 50s MONSTER MOVIE WOMAN  
BINOME:

MONSTER MOVIE WOMAN  
(screams uncontrollably at some  
hideous monster)

The growing Hedge squishes them together. They appear  
doomed.

TIGHT ON GROUP - FAVOR DOT

as she turns to them.

DOT  
(straining)  
I just want you guys to know that in  
spite of the way things have gone  
today -- if I have to be nullified,  
I'm glad it's with you.

The HEDGE RETREATS a notch.

DOT  
Did you see that?! The Hedge just  
retreated!

Bob gives her a look.

BOB  
Sure.

ENZO  
Yeah, quit dreaming Dot.

The Hedge GROWS a notch.

CLOSE - DOT



DOT  
 (thinking)  
 Bob...uhh...  
 (sugary)  
 ...you're my hero.

TIGHT ON GROUP

The Hedge SHRINKS again.

BOB  
 Huh? Are you alright, Dot?

DOT  
 That's it! "Think: Harmony"!  
 That's the answer to the Riddle!  
 (turns to Enzo)  
 Enzo, I love you, little brother.

She gives him a kiss. The Hedge RETREATS. Enzo wipes his face.

ENZO  
 Yecchhh! Cut it out!

BOB  
 No! She's right! It's working!  
 Ummm...Dot, I love the way you  
 formatted your hair today.

The Hedge RETREATS --

DOT  
 Why, thank you, Bob. You're very  
 sweet.

-- and RETREATS again.

LONG ANGLE ACROSS ROOM

The hedge continues to shrink and shrink.

ENZO (OS-DISTANT)  
 Gee, Mike. I'm (gulp) really glad  
 you're here.

MIKE THE TV (OS-DISTANT)  
 Somebody give me a hug!



ON GROUP

as they all smile in a big group hug. Behind them, the Hedge SHRINKS down and DISAPPEARS into the hole in the center of the courtyard that it grows out of. Dot peers sideways.

DOT  
Is it over yet?

BOB  
Yeah. I think so.

As one, they grimace and throw down their arms.

EVERYONE  
Uggghh!

ENZO  
Eww! Let's get out of here.

WIPE TO:

INT. DUNGEON TUNNEL - LEVEL 65 - LATER

Another empty, torch-lit tunnel. All is quiet. Nothing. Suddenly, a MAGICAL TRAP DOOR opens up in the ceiling and our illustrious heroes plunge out of it riding a GIGANTIC BANANA. The plop to the floor, looking startled.

ENZO  
What kind of crazy Dungeon is this?

[SFX: O.S. ROAR!] Bob looks up.

BOB  
Dangerous!

They all jump up and ZIP O.S. A BEAT LATER, an enormous CENTIPEDE with a SKULL HEAD emerges from the Trap Door and spirals down the tunnel O.S. SFX: SCARY ROARING.

GROUP - TRACKING

as they sprint down the tunnel with O.S. ROARS behind them.

BOB  
(out of breath)  
Dot! What level is this?!

Dot looks at the map.



DOT  
 (out of breath)  
 Level..uhh...sixty-five!

EVERYONE  
 (groans)

DOT  
 (out of breath)  
 Only one more to go. And the User's  
 group is already there! Look out!

They all duck down, as a HUGE FIREBALL passes over head. Dot  
 looks back.

DOT  
 Oh sure, it just HAS to breath fire  
 too.

CU ON EXHAUSTED ENZO - TRACKING

ENZO  
 (panting, rapid-fire)  
 Why not?! A fire-breathing skull-  
 tippede fits right in with shadow  
 worms, living rock piles, killer  
 puddles, haunted laundry, battle  
 carrots, armored --

GROUP - TRACKING

BOB  
 (interrupting)  
 Watch out! Traps ahead!

QUICK ANGLE CUTS

as the group sprints wildly through a GAUNTLET HALLWAY packed  
 with BOOBY TRAPS (a la the original "Reboot" reel). The gang  
 loses the Skulltippede, but must dodge MACE-HEAD PENDULUMS,  
 protruding SPIKES, dropping FLOOR BRICKS (a la Mario Bros.),  
 sliding POINTED BARS, swinging BATTLE AXES -- each one barely  
 misses them.

GROUP  
 Whoa! Oah! Ah! Eech! Eh! Agh!

ANGLE AT THE END OF THE GAUNTLET

The group dives I.S. just as a HUGE SPHERICAL STONE BOULDER  
 DROPS I.S. with a CAMERA SHAKING THUD. They all just lay  
 there on the floor as they breath a sigh of relief.



BOB  
Whew. That was --

A TRAP DOOR opens underneath them. They all fall O.S.

BOB (VO)  
-- clooossse!

CUT TO:

INT. DUNGEON - LAST LEVEL - OVAL PIT - CONTINUOUS

A wall panel SLIDES open and our heroes are dumped onto a  
STONE LEDGE:

GROUP  
OOOOOPH!

They look around groggily.

GROUP'S POV REVEALS

they are in a large, oval room. Opposite them is a final,  
GOLDEN DOOR (with Golden Gargoyle). A narrow ledge rings  
around the walls of the room. Otherwise, the floor drops  
away into darkness. The room is dimly lit by a single, HUGE  
OIL LAMP hanging in the center of the room. It casts LONG  
SHADOWS.

GROUP

as they stand up. Dot turns the map to the light and studies  
it.

DOT  
This is it, guys, the last level!

ENZO  
Finally! We made it!

Mike happens to be closest to the door on the narrow ledge.  
He marches forward triumphantly:

MIKE THE TV  
(triumphant MARCHING BAND MUSIC)

Everyone follows in single file: Mike, Bob, Dot, and Enzo at  
the rear.

GROUP - SLOW TRACKING

as Bob looks around warily.



BOB  
It can't be this easy...

PAN BACK TO everybody's shadows as they move normally on the stone wall. Suddenly -- MUSIC STINGS as they STRETCH WEIRDLY and FORM INTO HIDEOUS MONSTERS behind them.

BOB AND MIKE

MONSTER (OS)  
(DEEP GROWL)

ENZO AND DOT (OS)  
(SURPRISED SHOUTS)

Bob and Mike TAKE in horror as they stop in their tracks and look back and up. ENLARGE SHOT to reveal all of the shadows are squirming, independent MONSTERS. Enzo hangs off the ledge while Dot is being lifted into the air by her own shadow and then thrown into the pit.

CLOSE - BOB

BOB  
DOT!!

ANGLE ON LEDGE

Dot drops I.S. but grabs onto the ledge.

DOT  
RRrrngfhh!!

BOB AND SHADOW MONSTER  
as he draws his dagger --

BOB  
I don't think so! (exerts)

-- lunges at the monster --

CU ON WALL

-- but his dagger simply bounces off the wall with a CLANG!

BOB AND SHADOW MONSTER

SHADOW MONSTER  
(GROWLS)

The monster swipes at Bob making him FALL O.S.



BOB  
Yaaarrhh!

DOT AND ENZO

they look over as Bob drops into view beside them on the crumbling ledge. They all dangle precariously off the ledge. Dot helps keep Enzo from falling.

BOB  
Umph!

DOWN ANGLE ON GROUP

the floor drops away into nothing. CHUNKS of the ledge fall past the CAMERA and disappear in the darkness. Bob looks down.

BOB  
Oh boy...

Enzo looks o.s.

ENZO  
Mike's our only hope!!

FULL SHOT

as Mike backs up towards the Golden door. His Monster shadow menaces. Suddenly, he lowers his sword.

MIKE THE TV  
Mangled? Injured? Partially  
erased? You have your legal rights!  
Call Cifelli, Schumaker, and  
Edwards! We won't be under-sued!

BOB, DOT, AND ENZO

as the ledge crumbles. They exchange knowing glances.

BOB  
Oh yeah. We're done for...

FADE OUT:

END ACT II



ACT III

FADE IN:

INT. DUNGEON - THE OVAL PIT - FULL ON SCENE

Enzo, Dot, and Bob are hanging precariously on the crumbling ledge of the Oval Pit. Mike is being menaced by an evil Shadow Monster. It looms over him, moving in closer.

SHADOW MONSTER  
(DISGUSTING GROWLS)

BOB, DOT, AND ENZO

Dot covers Enzo's eyes.

DOT  
Enzo, don't watch.

FULL SHOT

as the Shadow lunges forward. Mike simply blows out the nearby LAMP FLAME:

MIKE THE TV  
PHHH!

The room is plunged into DARKNESS.

ANGLE ON BOB, DOT, AND ENZO'S EYES - IN TOTAL DARKNESS

We can only see Bob, Dot, and Enzo's EYES in the blackness.

ENZO (VO)  
Alright, Mike!

BOB (VO)  
I don't believe it. He's a genius.

DOT (VO)  
Of course, the light! Mike? Where in the world would you get a crazy idea like that?!

ANGLE ON MIKE'S EYES - IN TOTAL DARKNESS

MIKE THE TV (VO)  
Tonight! "Doctor Goldsmith versus the Shadow Monsters" part four! Only on BMMN! The Bad Monster Movie Network!



ANGLE ON BOB, DOT, AND ENZO'S EYES - IN TOTAL DARKNESS

There is a LONG BEAT.

ENZO (VO)  
Uhh...guys?

BOB (VO)  
Yeah, Enzo?

ENZO (VO)  
How are we going to get out of here?  
I can't see a thing!

Suddenly, the room is illuminated by the soft BLUE GLOW of Mike's TV screen as it fills with STATIC. [SFX: HISSING]

GROUP

as they look at one another in surprise. They begin to crawl back on the ledge.

MIKE

as he poses triumphantly.

MIKE THE TV  
He was teased! He was laughed at!  
Scorned by his friends! Forgotten  
by his family! But boy, were they  
glad he came along!

FULL SHOT

as the others stand up and join Mike by the Golden Door.

BOB  
Good job, Mike. I think we all owe  
you a big apology.

DOT AND ENZO  
Yeah.

Mike gets ready -- but they all WALK O.S. --

BOB  
(cheerleading)  
But first...let's go in there and  
win this game! Right?!

ENZO  
Yeah!!



-- leaving Mike by himself again. He shrugs, then follows.

BOB

BOB

Alright! Now let's open this door!

He turns and examines the door. He feels around for the door knob. CAMERA TILTS to feature the door.

BOB

Uh, where's the door knob?

Instead, there is a strange, RECESSED ICON with four weirdly shaped HOLES. CAMERA HOLDS on the Icon.

GROUP

as they look at the door, perplexed. Dot looks at the map.

ENZO

We're stuck here?

DOT

Well, if it's any consolation, the User's haven't got to their door yet.

(looking up)

Hey! What about the riddle?

Bob taps the Gargoyle.

CU ON GARGOYLE

as we hear the first riddle repeated:

GARGOYLE

To win the Chalice, listen to me,  
One in all, all in one: that's the  
Key.

GROUP

DOT

That's the same as the first one.

Suddenly, from behind them, comes a strange CLICKING SOUND.

BOB

Oh no...

They all turn around.



GROUP'S POV

revealing the ledge is falling away Brick by Brick. Coming closer and closer to them.

GROUP

as Bob turns and pounds on the door.

BOB

Open up!

DOT

Forget it Bob! We have to use the Key!

BOB

What Key?!

DOT

"One in all, all in one: THAT'S the Key"!

BOB

Oh that's a big help.

MIKE

MIKE THE TV

That's not all! Act now or be plunged into eternal bottomlessness!

ANGLE ON CLICKING STONES

revealing that the falling bricks have now passed the halfway point and are picking up speed.

GROUP

DOT

Come on! We can figure this out!  
"All in one, one in all: that's the Key".

(slowly)

"All in one..."

Dot holds out the end of her Staff. The others follow suit with their Dungeon "implements".

DOT

"One in all..."



Dot plunges the end of her Staff INTO the Icon. SHTUNK! The others do the same with their weapons. They fit perfectly. The ICON GLOWS.

DOT  
"That's the Key!!!"

FULL SHOT

as they take their Weapons out and the door swings open. They LEAP inside as the final Bricks click away.

ON MIKE

as he loses his footing on the disappearing Bricks. He "windmills" backward and is about to fall, when Bob's hand reaches I.S. and pulls him quickly O.S.

CUT TO:

INT. HEXAGON ROOM - CONTINUOUS

The group stops and stares O.S. at the room.

GROUP'S POV/PAN

the room is shaped like a large HEXAGON. There are SIX MIRRORED DOORS on six walls. In the center of the room is a circular, raised PEDESTAL. On the pedestal is a LARGE GLASS DOME with FOUR GOLDEN HANDLES equally spaced. Under the glass dome sits the GOLDEN CHALICE. CAMERA HOLDS ON CHALICE.

ENZO (VO)  
Alphanumeric! The Chalice!

GROUP

BOB  
Let's get it!

Everyone jumps when the door behind them SLAMS! shut. They spin around.

GROUP POV

as they stare at their REFLECTIONS in the mirror on the back of the door. Their reflections look like them, but they do not have PUPILS and are DARKER in coloring.



ENZO - INCLUDE GROUP

as Enzo steps forward and waves his hand. His reflection does NOT wave his hand. Instead, he smiles evilly. Everyone backs up. The reflections move FORWARD.

DOT AND BOB

as they back up.

DOT  
We're in trouble aren't we?

BOB  
Big time.

FULL SHOT

as the MIRROR DOUBLES LEAP out of the mirror with a BATTLE CRY like Harryhausen's skeletons.

BOB  
Go for the Chalice!

TRACKING WITH BOB

as he breaks for the Chalice. He grabs onto one of the golden handles and strains to lift the Dome. It doesn't budge. WHAM! He gets tackled O.S. by his Double.

ON ENZO

as he wrestles on the floor with his Double. He appears to be losing the struggle.

ENZO  
Help!

Mike runs I.S.

TRACKING WITH MIKE

as he is chased by his evil Double who is waving a sword over his head.

MIKE THE TV  
And they're off! It's Chicken Belly  
first out of the gates, with Nasty  
Habit moving up fast on the outside!

They sprint past Dot and her Double and continue O.S.



DOT AND HER DOUBLE

as Dot points her Staff.

DOT  
Take that!

ZAP! LIGHTENING BOLTS fly out and hit her Double who is instantly transformed into a BOTTLE OF "FIZZO" POP.

DOT  
Well, now we know who the real Wizard is.

CU ON BOTTLE

as it begins to SHAKE violently. BOOM! Dot's Double explodes out of it. She looks mad. She points her Staff O.S. at Dot. A LIGHTENING BOLT ZAPS O.S.

DOT

as the BOLT hits her. She is instantly transformed into a TWISTED PICASSO PAINTING and hung on the wall behind her. PUSH IN as Dot asides through her "Forehead-Mouth".

DOT  
(mumbled)  
Wow. She's good.

BOB

as he rolls on the floor with his Double. Bob struggles to get the upper hand. Suddenly, we hear the MUFFLED SOUND of the riddle being played again outside the door near Bob.

GARGOYLE (OS-MUFFLED)  
To win the Chalice, listen to me,  
One in all, all in one: that's the  
Key.

BOB  
Dot! The User's are here! Do  
something!

ANGLE ON DOT

as her Double approaches the painting.

DOT  
That's easy for you to say.



Just then, Mike sprints I.S. and bumps into Dot's Double.  
She spins menacingly and holds out her Staff.

MIKE'S POV

as the Staff MORPHS into a HISSING SNAKE-HEAD.

MIKE

as he recoils, then comes back with: a cheesy HOSPITAL with  
HEARTS floating around it.

MIKE THE TV  
The Love Hospital. Your  
prescription for Romance.

DOT'S DOUBLE

as she covers her eyes --

DOT'S DOUBLE  
(HOWLS in anguish)

-- and stumbles backward, tripping INTO the mirror again.

FULL SHOT

as she does, Dot is restored to her former self.

DOT  
Mike! You did it!

Mike's Double runs I.S. with his sword waving. Dot points  
her Staff and ZAPS him: his TV body is transformed into a  
SOCCER BALL. Dot BOOTS him into the mirror.

DOT AND MIKE

as they "high-five".

CU ON ENZO

as he is tied on the wall with an APPLE on his head. He  
swallows hard. ENLARGE SHOT to reveal his Double is aiming  
an arrow tipped with a LARGE BOXING GLOVE.

CU ON ENZO'S DOUBLE

as Dot's hand reaches I.S. and taps him on the shoulder. He  
turns.



ANGLE ON MIRROR

as Dot's Double and a Soccer Ball with arms and legs pound on the "glass". Enzo's Double flies I.S. into the mirror. PAN OVER to Dot and Mike who dust off their hands as Enzo throws his ropes off.

ON BOB

as he still struggles with his Double. The evil Double is on top when he suddenly turns O.S. with a look of horror.

REVERSE ANGLE

shows Dot and Enzo holding Mike up in front of them like a deadly weapon. PUSH IN ON MIKE'S SCREEN as it STROBES with stupid products:

MIKE THE TV  
Don't touch that dial! You're tuned  
to the Infomercial channel! All  
infomercials! All the time! An  
eternity of useless products to rot  
your skeevy little mind! Forever!

ON BOB'S DOUBLE

who SCREAMS in horror and flees O.S.

BOB'S DOUBLE  
(HORRIFIED SCREAM)

ANGLE ON MIRROR

as Bob's Double DIVES into it.

ON GROUP

as they all break up with laughter.

GROUP  
(LAUGHTER)

Suddenly, one of the doors in the background GLOWS and swings open.

ON BOB

BOB  
The Users!

Bob LEAPS O.S.



ON THE DOOR

as Bob tries to shut it. They push back. Bob grimaces with effort.

BOB  
(straining)  
Get...the Chalice!

ON THE OTHERS

as they each grab a handle and strain to lift the Glass Dome. It doesn't budge.

DOT  
Bob! Forget them! We have to do it together!

ON BOB

as he thinks. Then runs for it. TRACKING WITH HIM as the User's are close behind him. He LEAPS.

ON GLASS DOME

as Bob BASEBALL SLIDES I.S. When he touches the fourth handle -- the Dome VANISHES. The others fall over backwards. The User Warrior runs I.S. and reaches for the Chalice.

CU ON CHALICE

as the Warrior's hand reaches for it. Before he can grab it, Mike REACHES I.S. and snatches it.

FULL ON SCENE

Mike holds Chalice high and all the User's characters freeze in mid-action.

COMPUTER VOICE (VO)  
Game over.

FLASH TO:

INT. BOB'S BATHROOM - CONTINUOUS

WHOOSH! The Chalice transforms into the Mainframe version of a TOILET PLUNGER. PULL BACK to reveal they are now in Bob's Bathroom. (Storyboard Note: there is a SHOWER and a SINK in the background.)



MIKE THE TV  
And the crowd goes wild! (Cheering  
stadium crowd)!

Bob, Dot, and Enzo smile -- but roll their eyes.

CUT TO:

INT. DOT'S DINER - TIGHT ON DOT - LATER

Dot, sitting in a booth, looks sincerely INTO CAMERA.

DOT  
So you see, the secret to the whole  
game was to act as a team. We  
should have been looking out for one  
another, the way you were.

PAN TO BOB, who is sitting next to Dot, also looking INTO  
CAMERA.

BOB  
Yeah, Mike -- we feel really bad  
about the way we treated you. And,  
well --

PAN TO ENZO, next to Bob, also looking INTO CAMERA.

ENZO  
We're sorry.

FULL ON BOOTH - FAVOR MIKE

Mike sits opposite them, cradling his Plunger like an EMMY.  
He dabs at the corners of his Screen with a HANDKERCHIEF.

MIKE THE TV  
Sniff. Thank you. Stop. You're  
too kind.

CLOSE - MIKE

as he stands up.

MIKE THE TV  
I'd like to thank the Academy. My  
Agent. But most of all, people like  
you, my adoring fans.

Mike's Screen fills with HAPPILY APPLAUDING BINOMES. He bows  
profusely.



ON BOB, DOT, AND ENZO - INCLUDE TABLE TOP

as they smile weakly. Suddenly, Mike leaps I.S. on the table top, posing.

MIKE THE TV

He's silly! He's kooky! He's  
really valuable in a Dungeon-like  
adventure game! He's everybody's  
favorite appliance --

(STUPID MUSIC PLAYS)

-- Mike the TV!

Everyone glares.

EVERYONE

Mike!!!

Mike stops in mid-pose.

ON MIKE

as he LEANS I.S. and grips the table.

BOB

Mike? You know we love you, right?

Mike nods. Now Enzo LEANS I.S and grips the table.

ENZO

And you'd like to live long enough  
to see another season, right?

Mike nods quickly again. Dot LEANS I.S. to grip the table.

DOT

Then give us a commercial break,  
will you?

ON GROUP

as he gives her the "okay" sign. PUSH IN ON Mike's Screen as  
it turns into a nice, quiet TEST PATTERN. It FILLS SCREEN.

EVERYONE

Ahhh...thanks.

FADE OUT A LA TV SHUT OFF:

THE END



ReBoot-script-1994-02-18-WIZARDS-05-v01.pdf

1994-02-18

(Pre-submission?) Draft Script of Wizards, Warriors, and a Word From Our Sponsor  
written by Jono Howard. [Page numbers are hand written by Lane Raichert and one of  
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